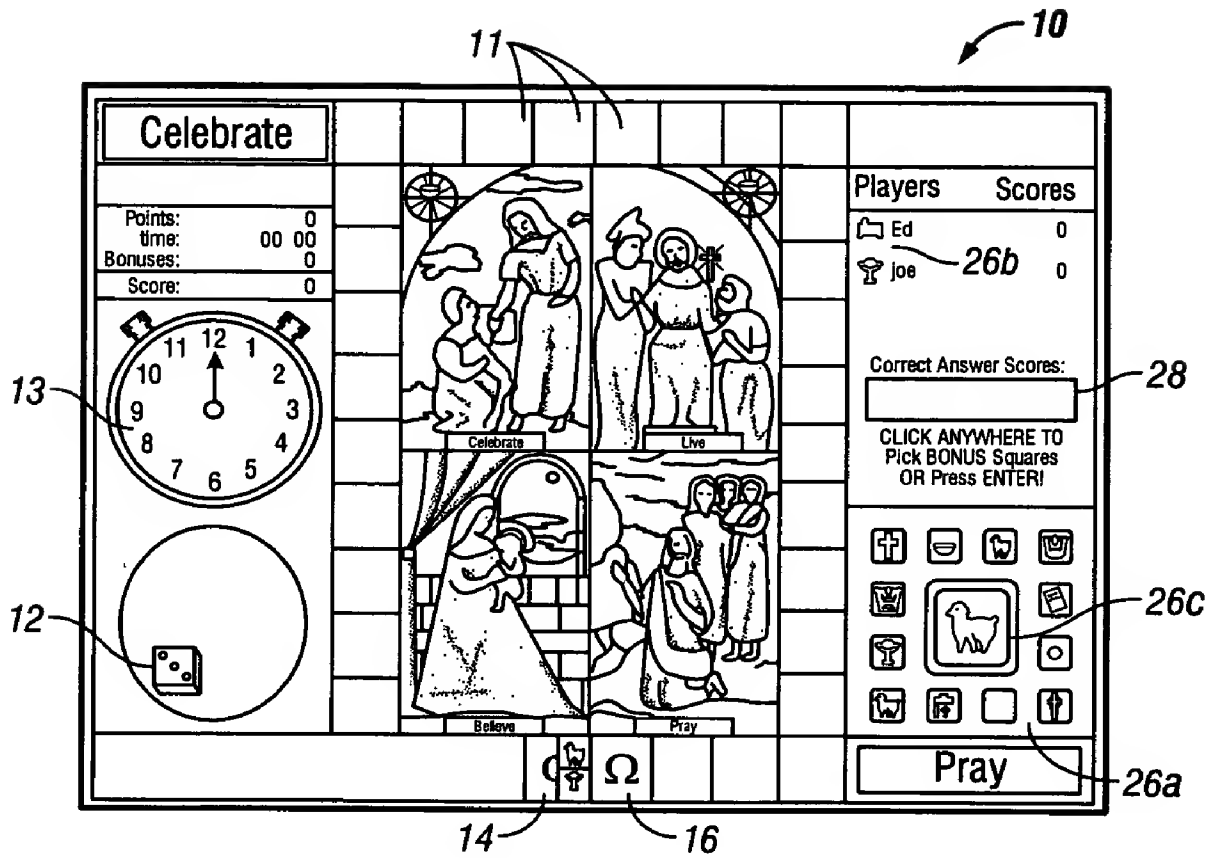




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APPROVED	O.G. FIG.
BY	CLASS SUBCLASS
DRAFTSMAN	



Enter Contest!

See Guidelines provided by Contest Sponsor for Rules & Prizes.

1. Select Level of Difficulty to be used for the Next Contest Game by Clicking on one of the Radio Buttons below.
2. Click on the Players Button.
3. When the Player List appears, Select 1, 2, 3 or 4 of the Players from the List; or you may Enter & Select Other Names.
4. Proceed as you would with an ordinary Game.
5. When the Game has been completed, the Winner of that Game may Print the Contest Certificate with his/her Score.

- Scoring will be by POINTS AND TIME.
- INCORRECT ANSWERS will Score a Maximum Minus Points.
- There will be 2 Mystery Bonus Squares.
- There will be NO Bonus Points for Finishing First.
- There will be NO advantage for different Age Levels.

Printer should be Turned On and Page Setup Checked. Try Print Sample in advance. Try Landscape and 120% Scaling settings.

Level of Difficulty: (Select 1 - All Play the Same Level)

☐ Elementary ☐ Advanced

☐ Intermediate

Cancel

Players

[illegible]

FIG. 2



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APPROVED BY DRAFTSMAN	O.G. FIG.
	CLASS SUBCLASS

50

54

On the 29th day of April in the year 1999

A Certificate of Merit is Awarded to joe

In recognition of having scored 568 points in a Contest Game.

52

Signature of Player _____ Street Address _____ City _____ State _____ Zip Code _____

I Certify that, in completing this Game Certificate, I have complied with the current "Sponsor's Challenge Guidelines" and that this Certificate is the Original Certificate Printed by the Game.

Awarded by:

Registration No.: XXXXXX-XXXXXX Contest Sponsor, Inc. Anytown, U.S.A. Level of Play: 10

FIG. 4